## St. Benedict's Catholic Primary School

Progression of Skills: ART
Please use this as a reference point when planning, teaching and assessing units of work. When teaching, draw on later or earlier skills to support and extend children if and when needed

| Drawing (ongoing) pencil, wax, chalk, ink, pen, brushes |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| N/R | Y1 | Y2 | Y3 | Y4 | Y5 $\quad$ Y6 |
| Begin to use a variety of drawing tools - e.g. finger, stick, pencil, coloured pencils, chalk pastels, chalk. <br> Use drawings to tell a story from retelling or from imagination. <br> Investigate different lines - thick, thin, wavy, straight. <br> Explore different textures and experiment with mark making to illustrate these. <br> Ensure sensitivity and visual awareness. <br> Encourage accurate drawings of people that include all the visible parts of the body. (head, hands, fingers, where are they?) | Extend the variety of drawings tools to include oil pastels and felt tips. <br> Explore different textures and experiment with mark - building on previous experience. <br> Observe and draw landscapes as accurately as possible, some small discussion of proportion and where the sky is. <br> Observe patterns in the natural and man-made world. <br> Ensure sensitivity and visual awareness. Observe anatomy encourage accurate drawings of people. Sketch objects in both the natural and man made world. | Continue as Year 1 to experiment with tools and surfaces. <br> Continue to draw a way of recording experiences and feelings. <br> Look at drawings and comment thoughtfully, begin to discuss use of shadows, use of light and dark. <br> Sketch to make quick records of something. <br> Work out ideas through drawing <br> Computer generated designs. (2 simple) | As Year 2, plus experiment with the potential of various pencils (2B-HB, graphite) to show tone, texture etc. <br> Encourage close observation of objects in both the natural and man made world. <br> Observe and draw simple shapes. <br> Draw both the positive and negative shapes i.e draw both the outline of the object and the shapes it creates within it. <br> Make initial sketches as a preparation for painting and other work. <br> Encourage more accurate drawings of people - particularly faces looking closely at where feature are and the detail they have. | As Year 3, plus identify and draw the effect of light (shadows) on a surface, on objects and people. <br> Introduce the concepts of scale and proportion. <br> Encourage more accurate drawings of whole people, building on their work on facial features to include proportion, placement and shape of body. <br> Work on a variety of scales. <br> Drawing from direction, different viewpoints. | Observe and use a variety of techniques to show the effect of light on objects and people e.g. use rubbers to lighten, use pencil to show tone, use tones of the same colour. <br> Look at the effect of light on an object from different directions. <br> Use a variety of techniques to interpret the texture of a surface e.g. mark making, different textured paint. <br> Produce increasingly accurate drawings of people. <br> Produce increasingly detailed preparatory sketches for painting and other work. <br> Introduce the concept of perspective. <br> Work on a variety of scales A4 (wrist movement), larger (to involve development of arm and upper body movement and visual perceptions) <br> Work collaboratively. <br> Independently selects materials and techniques to use to create a specific outcome. <br> Understand the proportions of the face when drawing adding detail to facial features. |

Colour pigment - paint, inks, pastels, dyes etc and tools to apply colour - brushes, sponges, straws etc

| N/R | Y1 | Y2 | Y3 | Y4 | Y5 Y6 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Experiencing and using primary colours predominantly - to ensure they know their names. <br> Allow for experimentation of mixing, but no formal teaching of mixing colour to make new colours. <br> Learn the names of different tools that bring colour, glue, pastels, and paint, felt tips, crayons. <br> Uses a range of tools to make coloured marks on paper glue sticks, sponges, brushes, fingers. | Ensure they know the names of all the colours. <br> Begin to introduce mixing of colours to make new colours. <br> Make colour tints by adding different amounts of blue to white (Van Gogh starry night- blue hues) <br> Find collections of colour - different sorts of green, blue, purple etc. Use language to evaluate - light/dark <br> (William Morris prints) <br> Continues to explore applying colour with a range of tools for enjoyment | Begin to describe colours by objects 'raspberry pink, sunshine yellow' <br> Make as many tones of one colour as possible using primary colours and white. <br> Darken colours without using black <br> Mix colours to match those of the natural world - colours that might have a less defined name (Georgia O'Keefe) <br> Experience using colour on a large scale, A3/A2 playground. | Build on KS1- <br> Extend exploring colour mixing to applying colour mixing. <br> Select and experiment making the colours shown on a commercial colour chart. <br> .Introduce different types of brushes for specific purposes. <br> Begin to apply colour using dotting, scratching, splashing to imitate an artist. <br> Explore the use of texture in colour (link to portraying weather unit) with PVA glue, shavings, sand and/or on different surfaces. | Mix and match colours to those in a work of art. <br> Advise and question suitable equipment for the task e.g. size of paintbrush or paper needed. <br> Use colour for a particular purpose to link to a design brief improving technical skill. <br> Make colour wheels to show primary and secondary colours | Controlling and experimenting particular qualities of tone, shades, hue and mood. <br> Work with one colour against a variety of backgrounds. (Andy Wahol prints Y5) <br> Considering colour for purposes <br> Learn how to mix tertiary colours and add to colour wheel. <br> Use colour to express moods and feelings. <br> Explore the texture of paint - very wet and thin or thick and heavy. <br> Encourage individual identification of suitable equipment for a particular purpose e.g. size of paintbrush or paper needed. <br> Consider artists use of colour and application of it (Lowry, Kahlo, Picasso, Munch, Matisse, Wahol, Lichtenstein) |

## Texture collage, weaving, threads, fibers, fabrics, surfaces, clay

| N/R | Y1 | Y2 | Y3 | Y4 | Y5 | Y6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Handling, manipulating and enjoying using materials <br> Simple collages, using paper, pasta, beans and larger tactile things. <br> Selects, sorts, tears and glues items down. | Build on skills of using various materials to make collages -using some smaller items. (Henri Rousseau- Tiger in the storm- jungle collages) <br> Develop skills of overlapping and overlaying to create effects. <br> Use texture to provide information - e.g. manmade/natural materials, <br> Sorts according to specific qualities, e.g. warm, cold, shiny, smooth etc. <br> Discuss how textiles create things - curtains, clothing, decoration (link to William Morris- 'Strawberry Thief' and other prints on textiles ) | Build on experiences in Year 1 <br> Simple paper and/or material weaving using a card loom. <br> Explore colour in weaving <br> Look at fabrics from other countries and discuss. (Kente cloth) <br> Add objects to the weaving - buttons, twigs, dried flowers. <br> Use large eyed needles, to weave different thicknesses of thread <br> Add textures to clay sculptures using clay tools. (Super sculptures) | Build on all previous experiences. <br> Use impasto paint effects to create textural qualities in paintings 'How artists portray the weather ( Weather images) <br> Add materials to paint to create different textural effects eg sand, PVA, <br> Experiment with working on different surfaces eg black paper grids, laminate, experimenting with overlay to create different colours, sugar paper. | Build on all previous experiences. <br> Start to place more emphasis on observation and design of textural art. <br> Use initial sketches to aid work. <br> Continue experimenting with creating areas of interest. (Anglo Saxon motifs, Egyptian Portraitsembellishments) <br> Discuss different types of fabric and their purpose. ( Anglo <br> Saxon textiles and Tapestries, Egyptian clothing) <br> Use smaller eyed needles and finer threads. <br> Start to explore simple stitches, running stitch, cross-stitch, zig zag to 'draw with' and develop pattern/texture | Select and use materials to achieve a specific outcome. <br> Embellish work, using a variety of techniques, including scoring patterns into clay and painting on top of textural work. (Greek pottery) | Develops experience in embellishing, pooling together experiences in texture to complete a piece - , drawing, sticking, cutting, paint, layering etc. <br> Applies knowledge of different techniques to express feelings. <br> Use found and constructed materials. <br> Work collaboratively on a larger scale. (Macro art images) |

## Form 3D experience, rigid and malleable materials

| N/R | Y1 | Y2 | Y3 | Y4 | Y5 | Y6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Handling, feeling, manipulating materials <br> Constructing and building from simple | Use both hands and tools to build | Awareness of natural and man-made forms and environments (Super sculptors) | Use the equipment and media with increasing confidence. | Plan and develop ideas in sketchbook and make informed choices about media. | Use sketchbook to inform, plan and develop ideas. (Greek Pottery) | Make a collection of ideas and images that will influence their final piece. |
| objects | Construct to represent personal ideas. | Expression of personal experiences and ideas in work | Plan and develop ideas in sketchbook and make simple | Experience surface patterns / textures. (Work in relief on waterfront | Shape, form, model and join with confidence. | the knowledge they have acquired of tools, techniques and materials |
| Pulls apart and reconstructs | Use materials to make known objects for a purpose, i.e bridges (link with D.T.) | Also able to shape and form from direct | choices about media. | landscapes.) <br> Work safely, to organize | Produce more intricate patterns or textures to | to express own ideas and feelings (African sculpted clay wall masks) |
| Able to shape and model from observation and imagination. | Cut shapes using scissors. | observation <br> Use a range of decorative | Begin to have some thought towards size for portraits. | working area and clear away. <br> Consider light and | embellish 3D work using abstract shapes in inspirational art. | Discuss and evaluate own work and that of other sculptors/ |
| Impress and apply simple decoration. | Make simple joins by manipulating modelling material or pasting carefully. | techniques: applied, impressed, scored or painted, etc. |  | shadow, space and size. Investigate, analyse and interpret natural and | Work directly from observation or imagination with confidence. | craftworkers in detail (Benin Bronze cast busts and African Tribal masks) |
| Simple language created through discussion of feel, size, look, smell etc | Discussion of weight and stability/strength. | Use a range of tools for shaping, mark making, etc. |  | manmade forms of construction. (New York waterfront, natural and manmade forms) | Take into account the properties of media being used. |  |
|  |  | Construct from found junk materials and/ or construction kits. |  |  | (Ancient Greek pottery designs) |  |
|  |  | Begin to make simple thoughts about own work and that of other sculptors. (Moore, Hepworth, Goldsworthy) |  |  |  |  |


| Printing fingers, hands, vegetables, card, wood, string, lino, clay, polystyrene etc |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| N/R | Y1 | Y2 | Y3 | Y4 | Y5 | Y6 |
| Make rubbings showing a range of textures and patterns. <br> Take print from object: leaf, hand, onion, feet, junk, bark, modelling clay etc. <br> Produce simple pictures by printing objects. <br> Able to work from imagination and observation. <br> Imprint onto a range of textures - newspaper, coloured paper, plain paper, into clay and dough etc. | Create patterns and pictures by printing from objects using more than one colour. (William Morris) <br> Develop printed images with some added pencil or decorative detail. <br> Sponge printing - string, card, etc. to create a repeated pattern <br> Use equipment and media correctly, to produce clean image. <br> Use appropriate language to describe tools, process, etc. <br> Discuss connections between own work and patterns in their local environment (e.g. curtains, wallpaper) |  | Use the equipment and media with increasing confidence. <br> Use sketchbook for recording textures/patterns. Overlay card to create rain effects and stain glass effects. <br> Use language appropriate to skill. <br> Discuss own work and that of other artists. (Hiroshige, Hokusai weather images, etc.) | Use sketchbook for recording textures/patterns. <br> Use language appropriate to skill. <br> Interpret environmental and manmade patterns and form (Liverpool skyline- Evaluate Tula Moon Prints) | Experiment with ideas, making sketchbook collection influenced by Pop Art prints. <br> Become experienced in producing pictorial and patterned prints. <br> Designs contemporary prints for modern interiors. <br> Use impressed printing process <br> Explores images through mono-printing on a variety of papers <br> Discuss and evaluate own work and that of others. (Making links to Pop artist Andy Wahol's prints.) | Builds up drawings and images of whole or parts of items usins various techniques, e.g. clay and utensils to create motifs on clay masks. |


| Pattern (painted, drawn printed, dyed, woven, rubbed, imprinted, embossed etc.) |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| N/R | Y1 | Y2 | Y3 | Y4 | Y5 |
| Imitate and create own simple repeating patterns using concrete objects, i.e. making an object train and photographing (buttons/stones/blocks), bead threading patterns <br> Make irregular painting patterns based on real life - e.g printing the skin of a tiger/zebra/cheetah <br> Simple symmetry folding painted butterflies. | Awareness and discussion of patterns around them. <br> Experiment creating repeating patterns on paper using drawing or printing of own design. <br> Observe patterns created by William Morris for textiles and wallpapers. <br> Link to Maths | Experiment by arranging, folding, repeating, overlapping, regular and irregular patterning. (Textilesweaving patterns) <br> Look at natural and manmade patterns and discuss.( pattern in nature -flowers linked to Georgia O' Keefe) <br> Discuss regular and irregular - what does it mean? | Search for pattern around us in world, pictures, objects. (Stone Age Cave drawings- motifs ) <br> Use the environment or other sources to make own patterns, printing, rubbing. <br> Stain glass windows link to Maths Geometry, shape lines | Consider different types of mark making to make patterns. (Celtic art and line pattern) <br> Look at various artists creation of pattern and discuss effect (Anglo Saxon, Egyptian Portraits) | Organise own patterns <br> Use shape to create patterns <br> Patterns reflect personal experiences and expression. <br> Create own patterns using ICT (Y5 Tuxpi Pop Art self-portrait repeated pattern) <br> Create patterns using symmetry ( Y6 African Masks) <br> Look at various artists creation of pattern and discuss effect, ie. Greek key patterns and other pottery patterns, symmetrical patterns used in African masks. <br> Discuss own and artists work, drawing comparisons and reflecting on their own creations. |


| Exploring and Developing Ideas (Ongoing) |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| N/R | Y1 | Y2 | Y3 | Y4 | Y5 |
| Respond to ideas and starting points. <br> Collect visual information of people and other things. | Respond to ideas and starting points. <br> Experiment with an open mind to try out materials. | Try out activities and make choices about what to do next. <br> Record ideas and experiences. <br> Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures. | Develop ideas from different starting points throughout the curriculum. <br> Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures, asking questions about value and appeal. <br> Collect information, sketches and resources. <br> Adapt and refine ideas as they progress. <br> Explore ideas in a variety of ways. <br> Comment on artworks using visual language. | As Y3 with increased understanding to inform ideas and plan for outcome | As Y3 and 4 <br> Develop more open ended research and exploration and imaginatively extend ideas from different starting points throughout the curriculum. <br> Comment on artworks with an increasingly fluent grasp of visual language. <br> Collect information, sketches and resources and present ideas imaginatively in a sketchbook. <br> Use and select the quality of materials to enhance ideas. <br> Spot the potential of unexpected results as work progresses. |


| Evaluating and Responding to work (Ongoing) |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| N/R | Y1 | Y2 | Y3 | Y4 | Y5 Y6 |
| Make simple comments about their own work. | Review what they and others have done and say what they think and feel about it. | Review what they and others have done and say what they think and feel about it. <br> Identify what they might change in their current work or develop in their future work. responses | Reflect on what they like and dislike in order to improve. <br> Annotate work in sketchbook. | Compare ideas, methods and approaches in their own and others work and say what they think and feel about them. <br> Adapt their work according to their views and describe how they might develop it further. <br> Annotate work in sketchbook. | Describe some of the key ideas, techniques of a variety of cultures and artists studied and used. <br> Reflect on their work and compare to others for how to improve as an artist. |

